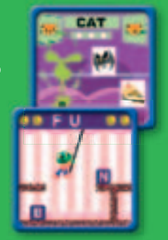
CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.



DORA THE EXPLORER™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

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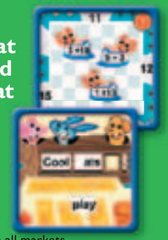
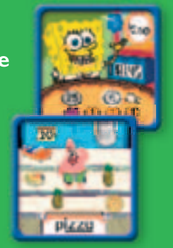
1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.



SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



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CREATED BY STEPHEN HILLENBURG

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LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

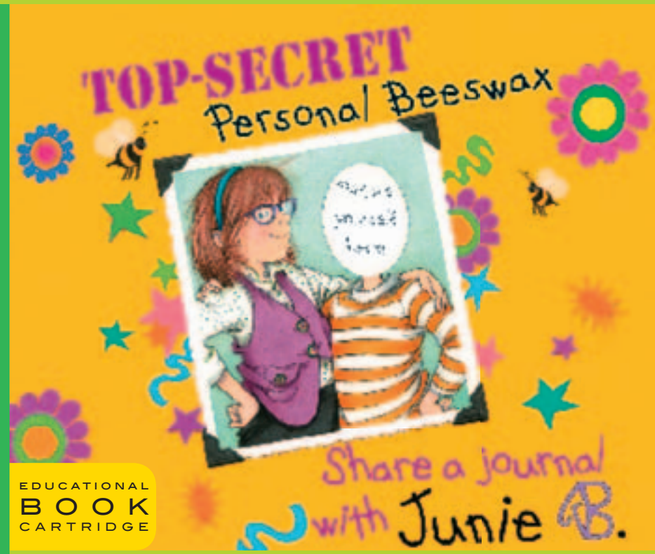
Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.



EDUCATIONAL BOOK CARTRIDGE

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

TOP-SECRET Personal Beeswax

This interactive journal is packed with activities that encourage creative writing, reading, drawing and sharing ideas with your best friend, Junie B. Jones!

1 **Getting Started:**
Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 **Sign In**

1. Follow the on-screen instructions to sign in and open your journal. Enter your name and choose your personal type style and sound for the bee!
2. The Leapster™ handheld will store your personal information. To change it, just touch your name when you first turn on your Leapster.

3 **Activity Selection Screen**

Introduce your child to the concept of keeping a personal journal. This interactive book teaches fundamental reading and writing skills. Your child will share a journal with Junie B. Jones, compose poetry, explore feelings, create crazy portraits of friends and play learning games! Players use the stylus to select a chapter from the main activity screen.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

TALKING WORDS™ FACTORY VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

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COMING FALL 2004!

Learning at All Levels

The games in this program have two levels of difficulty. Each level increases the complexity of both the skills being taught and the facility needed to play the games. The program allows for as much practice at any given level as a player would like to have.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the Hint Button or gets several incorrect answers. In *Word Jumble,* for example, if the player cannot unscramble the letters to create a word, there will be a prompt to press the Hint Button. If the player succeeds, then the activity continues. If not, another specific hint is provided until the player succeeds.

Fun surprises, tips and tricks at *www.leapsterworld.com*!

www.leapsterworld.com is the place to go to learn fun game tips and to unlock special surprises using secret codes earned while playing the game.

There are 3 secret codes built into this interactive journal. Players earn codes by playing games and sharing secrets with Junie B. Jones! Once you've got a secret code, log onto www.leapsterworld.com to get your fun surprises!

Turn off the Leapster™ handheld before removing the cartridge

The Leapster™ handheld will save your child's journal entries only if you turn off the power before you remove the cartridge. Removing the cartridge before turning off the power will result in lost information, and may damage the cartridge.

Personal Beeswax

HOW TO PLAY

What better way to make writing a part of everyday life than to keep a journal! Players peek inside the private world of Junie B. Jones as she shares her personal journal entries. Once players have read what Junie has to say, they get a chance to create a journal of their own!

To read Junie's "personal beeswax," players simply select from 1 of 6 chapters and then select "Junie's Pages."

To record or read their own journal entries, players select "My Pages."

- First, players touch the to hear the sentence starters read aloud.
- Next, players touch yellow boxes on the page to see the answer choices.
- Finally, players touch the letters or answers that best express their ideas. Players can record information in the following categories: *All About Me, Family Facts, My Home, Fun Friends, School Days, If I Ruled the School, My Pets* and *Favorites*.

WHAT'S BEING TAUGHT?

Writing in Complete Sentences: An understanding that a sentence is a group of words that expresses a complete thought.

Writing for Personal Expression: An understanding that writers tell us their thoughts and feelings in expressive writing.

Writing as a Way of Sharing with Others: An understanding that writing is a form of communication by which we come to understand other people.

WHY IS THAT IMPORTANT?

Reading not only sparks the imagination but also provides a springboard for a reader's ideas. Characters like Junie B. Jones provide a great model of personal expression from which a youngster's own thoughts and feelings may evolve.

Photo Album

HOW TO PLAY

What's a photo album without pictures? In this game, players get to make different faces, or "photos," and name them by selecting letters from the keyboard. Players scroll through choices for the hair, ears, eyes, nose, mouth, skin color, hair color, etc. when they touch those facial features on the screen. How many funny faces can players make? The possibilities are endless! To save your pictures, click on the . You can save up to 8 pictures at a time.

WHAT'S BEING TAUGHT?

Combining Sets: An understanding that adding subsets allows for a greater number of possibilities, as well as outcomes.

Symmetry: An ability to recognize a balanced arrangement of parts on either side of a line or central point.

Creativity: An ability to use the imagination to explore.

WHY IS THAT IMPORTANT?

One of the best ways to develop children's creativity and imagination is to allow them to play and explore. This game provides myriad opportunities to combine different elements and test the results. And what better way for youngsters to do this than by making funny faces!

2 Bees or Not 2 Bees

HOW TO PLAY

Players follow Junie's lead to create all sorts of poems!

- **Time to Rhyme:** Players make rhyming poems of two or more lines by choosing rhyming words that belong in each line.
- **The Name Game:** Players create poems by arranging the letters of their name one on top of the other. They must then use the letters to begin words or phrases that describe themselves.
- **Haiku to You:** Players create haiku poems with 5 syllables in the first line, 7 syllables in the second line, and 5 syllables in the third line.
- **Cinquain Lane:** Players create 5-line poems (cinquains) that have a subject, which is a noun; 2 adjectives in the second line; 3 verbs associated with the subject in the third line; a 4-word phrase about the subject in the fourth line; and a word linked to the subject in the fifth line.
- **Tongue Twisters:** Players choose an alphabet letter from which to form an alliterative phrase. For example, if a player chooses B, he or she can make such tongue twisters as *Beautiful, bouncy baby burps blue butterflies.*

Once each poem is complete, players press the to save the poem. Players can save one of each type of poem.

WHAT'S BEING TAUGHT?

Writing in Different Poetic Forms: An understanding that poems do not always rhyme but rather come in a variety of forms; an ability to create poems in rhyming verse, as well as acrostics, haikus, cinquains—and even tongue twisters.
Writing Poetry to Convey Thoughts/Feelings/Moods: An understanding that poetry provides a powerful way to convey a mood, as well as express thoughts and feelings.

WHY IS THAT IMPORTANT?

Young learners delight in music, art, dance and writing as modes of personal expression. Exposing a child to poetry is the best way to inspire a budding poet!

Feeling Feelings

HOW TO PLAY

Junie B. Jones has a special place in her journal where she can talk about feelings. Players can read about how Junie feels, or go directly to pages where they can record their own feelings. Players can choose from—

- **Oh, Happy Day!** to tell about the things that make them happy and even tell what "happiness" feels like!
- **Sad and Blue** to tell what things make them sad, what they do when they are sad, and what they do to feel better.
- **Sweaty and Nervous and Scared, Oh My!** to tell about things that make them nervous or scared, and what they do to feel better.
- **That's Embarrassing!** to tell about situations that are embarrassing, and what they do when they are embarrassed.

WHAT'S BEING TAUGHT?

Writing to Inform or Explain: An understanding that writing provides information about an idea or event. The writer includes details to explain the information.

Writing as a Way of Sharing with Others: An understanding that writing is a form of communication by which we come to understand other people—and ourselves!

WHY IS THAT IMPORTANT?

The majority of reading that we do in our lifetime is informative, or expository, writing. From encyclopedias for school reports to front-page articles in the daily newspaper, readers read for information every day. Similarly, much of what we write is intended to inform rather than be playful and creative.

Oodles of Doodles

HOW TO PLAY

Oodles of Doodles allows players to put together picture collages to accompany their writing pages, and express their thoughts and feelings. The following tools are provided for players to use—

- backgrounds
- music
- stamps
- drawing tools, such as pens, brushes and erasers
- a color/colour palette
- special effects

WHAT'S BEING TAUGHT?

Creative Drawing/Art: An ability to use the tools of graphic computer art to create visuals that compliment written text.

WHY IS THAT IMPORTANT?

Children find great pleasure in creating art. Art is an important part of their self-expression, and can be a direct means of conveying their thoughts and feelings. Free-form drawing and painting is a great way to develop a child's interest and enthusiasm for art. By experimenting with where to place objects in relation to one another, children are developing their spatial reasoning and visual acuity.

Games

HOW TO PLAY

Players choose from 3 games they can play on their own, play with Junie, or play with a friend. When players choose—

Word Search, Junie shows them how to find words that are hidden in a grid on the screen. At Level 1, players look across and down. At Level 2, players are challenged to look not only down and across but also diagonally and from right to left, in order to find hidden words.

Word Jumble, Junie invites players to put scrambled letters in the right order to form words. At Level 1, players make 3- to 4-letter words. At Level 2, players are challenged to make 4- to 6-letter words, as well as two-syllable words.

Hot Potato, a word appears at the top of the screen. Players must select from 3 choices to match the word's specific part of speech.

WHAT'S BEING TAUGHT?

Letter Patterns/Word Recognition/Spelling: An understanding that specific sounds and letters, when put together in a particular order, make up words; an ability to use letters and the letter/sound associations to instantly identify words in print; an ability to use letter patterns in order to spell words.

Parts of Speech: Nouns/Verb/Adjectives: An understanding that there are different parts of speech and that each part of speech has a particular purpose or function; an understanding of the purpose of nouns, verbs, adjectives, and an ability to identify and distinguish words that represent those parts of speech.

WHY IS THAT IMPORTANT?

Fluent reading requires not only the accurate decoding of words but also the ability to instantly recognize words in print. Games that require children to hunt and find words in print, or shuffle jumbled letters to correctly form a word, are fun, lively ways to reinforce children's understanding of the letters and letter patterns that make up words.

Try This at Home:

Reinforcing Writing for Personal Expression:

- Make a "Happy Day!" collage with your child. Cut out pictures from old magazines and newspapers of things that make your child happy. Help your child label each image, and then talk together about each one.
- Make a family scrapbook with your child that includes family facts and family photos. Help your child record important family dates and events, such as birthdays, anniversaries, and other milestones. Have your child write captions for each photo that finds its way into the family scrapbook. Encourage your child to include his/her thoughts and feelings about special people and places as the captions are being written. Be sure to include all new additions to the family, and don't forget the pets!

Reinforcing Writing in Complete Sentences

- Play "Sentence Shuffle" with your child. Choose five sentences or quotes from a story. Write each word from each sentence on individual index cards. Be sure the first word in the sentence has a capital letter and the last word is followed by a punctuation mark. Place the cards for each sentence in separate piles, then shuffle the cards for each sentence, pile by pile. Have your child put the cards in order to form five complete sentences.
- To point out that a sentence expresses a complete thought, play the game above and remove one word from the sentence. Ask your child if the sentence still makes sense. Have your child explain why or why not.
- Finally, make silly sentences by shuffling the cards from all five sentences into one deck of cards. Take turns picking words until you make a sentence. Remind your child that a sentence has to express one complete thought—even if it's a silly one!

Try This at Home:

Reinforcing Writing Poetry

- Select a rhyming book to read with your child. As you read each rhyming couplet, leave out the word that rhymes and ask your child to fill it in.
- Follow the model in Junie B. Jones for making an acrostic poem. This time, however, use the names of places instead of people. Help your child make an acrostic poem for the city or town where you live. Make an acrostic for your state or even your country!
- Take a nature walk with your child and explain that in Japan, haiku poetry is used to describe nature and things in the natural world. Have your child select something that he or she particularly loves, such as a flower, a butterfly, or a cloud. Help your child compose a haiku about it and draw a picture to accompany the poem.

Reinforcing Writing That Informs

- The daily routine of recording one's thoughts and feelings can become integral to a child's life. Encourage your child to keep a journal.
- Encourage your child to begin both reading and writing informational material. For example, help your child understand how to read simple maps and then jot down directions. Have your child help you keep grocery lists. Ask your child to help you make birthday invitations.

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canada Consumer Support Web site at: *http://lfcanada.custhelp.com*, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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